

**invite: Introduction***Objectives:*

1. Students will brainstorm ideas of how to **invite**.
2. Students will demonstrate ways to be nice. through a game.

Common Core Standards:

- CCSS.ELA-LITERACY.SL.5.1 - Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 5 topics and texts, building on others' ideas and expressing their own clearly.

Materials:

1. Ways to **invite** cutout
2. Large poster board (optional)
- 3. invite** Journal Page (2-6th grade)
4. Crayons or markers

Motivation: (5 min.)

Explain that the next letter in **n.i.c.e.** is **i** for **invite**. Review the importance of setting the example with ourselves first. Ask students for ideas of how we can be inviting people (i.e. smile, say hello, compliments, hugs, high fives, sit by new people, include people in games). Have a discussion with the students and list their ideas on the board or large poster board.

Development: (20 min.)

- Explain to students we are going to play a game to help practice inviting ourselves to be nice. Using the Ways to **invite** cutouts, students will take turns drawing a card from the pile and will follow the instructions on the cutout. (i.e. student A selects "give a high five" walks over to student B and gives them a high five. Then student B draws a card and repeats on student C and so forth). This process will continue until all students have had a turn.

Closure: (5 min.)

Ask students what they thought of the game. Have students think of one way they can invite themselves to make a change to help create a be nice. classroom. Students can write it on the **invite** Journal Page.

Ways to Invite Cutouts

smile at someone	smile at someone	smile at someone
give a high five	give a high five	give a high five
shake a hand	shake a hand	shake a hand
give a compliment	give a compliment	give a compliment
tell a joke	tell a joke	tell a joke
make someone laugh	make someone laugh	make someone laugh
ask how someone is doing	ask how someone is doing	ask how someone is doing
give a fist bump	give a fist bump	give a fist bump

Name: _____

Invite Journal Page (2-6th grade)

Invite yourself to make a change.

How can you invite yourself to make a change in your classroom? _____

